

LISTING OF CLAIMS

1. (Previously Amended) A gaming apparatus comprising:
 - a portable biometric data storage device storing first biometric data for at least a first user; said biometric data storage device comprising a debit card;
 - a gaming terminal, configured for playing at least a first game;
 - a reader, coupled to the gaming terminal which receives said first biometric data stored on said biometric data storage device;
 - a biometric measurement device for measuring biometric data of a user to provide measured biometric data; and
 - a comparator for comparing said measured biometric data to said first biometric data and outputting at least a first notification if there is an absence of match.
2. (Currently Amended) Apparatus as claimed in Claim 1, wherein:
 - said debit card has a thickness of less than about 0.05 inch.
3. (Currently Amended) Apparatus as claimed in Claim 2, wherein:
 - said debit card includes a microprocessor.
4. (Cancelled)
5. (Currently Amended) Apparatus as claimed in Claim 2, wherein:
 - said debit card further stores the current account balance for an account established for said first user.
6. (Currently Amended) Apparatus as claimed in Claim 1, wherein:
 - said biometric measurement device is selected from among:
 - a thumb print scanner;
 - a fingerprint scanner;
 - a retina scanner;

a an iris scanner;
an ear scanner;
a voice data sensor;
a facial scanner; or
an infrared scanner.

7. (Cancelled)

8. (Previously Amended) A gaming method comprising:

storing first biometric data for at least a first user in a portable biometric data storage device which comprises a card;

providing a gaming terminal;

coupling a reader to a gaming terminal, configured for playing at least a first game, wherein said reader receives said first biometric data stored on said card;

measuring biometric data of said first user to provide measured biometric data;

and

comparing said measured biometric data to said first biometric data and outputting at least a first notification if there is an absence of match.

9. (Original) A method as claimed in Claim 8, wherein:

said step of storing includes storing in a card having a thickness less than about 0.05 inches.

10. (Original) A method as claimed in Claim 9, wherein:

said card includes a microprocessor.

11. (Previously Amended) A method as claimed in Claim 8, wherein:

said card is a debit card.

12. (Previously Amended) A method as claimed in Claim 8, further comprising:

storing, on said portable biometric data storage device, the current account balance for an account established for said first user.

13. (Original) A method as claimed in Claim 8, wherein:

said step of measuring includes a step selected from among:

scanning a thumb print;

scanning a fingerprint;

scanning a retina;

scanning an iris;

scanning an ear;

sensing voice data; or

scanning a face.

14. (Cancelled)

15. (Previously Amended) A gaming apparatus comprising:

a card for storing first biometric data for at least a first user, in which said card also stores the current account balance for an account established for said first user;

a gaming terminal for playing at least a first game;

a reader for receiving said first biometric data stored on said portable card for storing;

a device for measuring biometric data of a user to provide measured biometric data; and

a device for comparing said measured biometric data to said first biometric data and outputting at least a first notification if there is an absence of match.

16. (Previously Amended) Apparatus as claimed in Claim 15, wherein:
said card has a thickness of less than about 1/4 inch.

17. (Previously Amended) Apparatus as claimed in Claim 15, wherein:
said card includes a microprocessor.

18. (Cancelled)

19. (Currently Amended) Apparatus as claimed in Claim 15, wherein:
said device for measuring is selected from among:

a thumb print scanner means;

a fingerprint scanner means;

a retina scanner means;

a an iris scanner means;

an ear scanner means;

a voice data sensor means; or

a facial scanner means.

20. (Cancelled)

21. (Previously Presented) A method for creating a player identification usable in a gaming environment and having at least two authenticators, the method comprising:

(a) creating a first authenticator;

(b) entering at least one more authenticator in the form of biometric data;

(c) associating said first authenticator and said at least one more authenticator with a player;

(d) providing player identification at a game device having an associated biometric reader using said first authenticator and at least one of said at least one more authenticators, where said first authenticator is a data storage device.

22. (Previously Presented) A method for creating a player identification usable in a gaming environment and having at least two authenticators, the method comprising:

(a) creating a first authenticator;

(b) entering at least one more authenticator in the form of biometric data;

(c) associating said first authenticator and said at least one more authenticator with a player and further identifying said first authenticator as an authenticator that will be the authenticator used for searching and identifying said player in a player identification database; and

(d) providing player identification at a game device having an associated biometric reader using said first authenticator and at least one of said at least one more authenticators.

23. (Previously Presented): A method for enabling electronic transfers using at least two authenticators where any authenticator that is not the first authenticator uses biometric data, in a gaming environment while using a game device having an associated biometric reader, the method comprising:

(a) having a first authenticator readable by a reader associated with said game device;

(b) having a second authenticator different from said first authenticator and readable by a reader associated with said game device;

(c) having an entry in a player identification database, where said entry further comprises first authenticator data and second authenticator data;

(d) uniquely associating a player using a game device with an entry in said player identification database and recognizing a player request for an electronic transfer;

(e) acknowledging a desired electronic transfer;

(f) using said second authenticator to confirm and authorize said desired electronic transfer.

24. (Previously Presented) A gaming method comprising:

storing first biometric data for at least a first user in a portable biometric data storage device which comprises a card;

providing a gaming terminal;

coupling a reader to a gaming terminal, configuring for playing at least a first game, and reading said first biometric data stored on said card;

measuring biometric data of a user to provide measured biometric data;

comparing said measured biometric data to said first biometric data and outputting at least a first notification if there is an absence of match;

reading from the same card a current account balance for an account established for said first user; and

debiting an amount from said current account balance on said card as a fee for playing said game, and establishing a new current account balance on said card.

25. (Previously Presented) The method of claim 24 in which said card has a thickness of less than about one quarter inch.

26. (Previously Presented) The method as claimed in claim 24 wherein:
said step of measuring includes a step selected from among:

scanning a thumb print;

scanning a fingerprint;

scanning a retina;

scanning an iris;

scanning an ear;

sensing voice data; or

scanning a face.

27. (New) Apparatus as claimed in claim 5 in which the player's winnings from play of said gaming apparatus are credited to said current account balance.

28. (New) The gaming method of claim 8 in which the player's winnings from said gaming method are credited to a current account balance of said card.

29. (New) Apparatus as claimed in claim 15 in which said card includes a microprocessor and in which said card further stores a current account balance for an account established by said first user, in which the user's winnings from play of said gaming apparatus are credited to said current account balance.

30. (New) Apparatus as claimed in claim 15 in which said card has a thickness of less than about 0.05 inch, and is a debit card.